ABSTRACT

SYAHFITRI RIDHA ARMAYA, 1183111074. *Development of Professional 3D Pageflip-based Electronic Student Worksheets (LKPD) Theme 3 Objects Around Me Sub-theme 2 Forms of Class III Objects at SD Negeri 10152 Klambir Lima T.A 2021/2022. Thesis. Medan: Faculty of Education, State University of Medan, July 2022.*

This study aims to determine the feasibility, practicality and effectiveness of 3D Pageflip Professional based electronic worksheets with the theme 3 objects around me sub-theme 2 forms of learning objects 1 class III SD Negeri 101752 Klambir Lima. This research is a development research (Research and Development) that uses the ADDIE development model which consists of 5 stages, namely the analysis stage, design, development, implementation, and evaluation. The subjects in this study were grade III-B students at SD Negeri 101752 Klambir Lima. The object of this research is an electronic worksheet based on 3D Pageflip Professional to improve student learning outcomes and increase student enthusiasm for learning. The research instruments used in data collection were observation, material expert validation questionnaires and design experts, educational practitioner questionnaires, student response questionnaires and test questions. Based on the results of the research, the 3D Pageflip Professional-based electronic LKPD that was developed was validated by a material expert validator in stage I obtaining an average score of 3 categories of "good enough" with the results of a 60% eligibility percentage including the criteria "fair enough" and stage II obtaining an average an average score of 4.4 in the "very good" category with a percentage of 88% of eligibility results included in the "very decent" criteria. And according to the validator, design experts obtained an average score of 4.6 in the "very good" category with a 92% feasibility percentage in the "very decent" category. Based on education practitioners, the percentage of practicality is 96% including the criteria of "very practical" and the response of students on individual trials gets an average score of 1 which is in the "good" category and small group trials get an average score of 1 which is in the "good" category. good". Based on the results of the effectiveness of the LKPD, it can be seen that before using the developed LKPD, 42.8% of the "Enough" category with completeness criteria "Not Complete" increased to 85.7% "Very Good" category with completeness criteria "Complete".

Keywords: Electronic LKPD, 3D Pageflip Professional, Theme 3 Objects Around Me Subtheme 2 Forms of Objects.

ABSTRAK

SYAHFITRI RIDHA ARMAYA, 1183111074. Pengembangan Lembar Kerja Peserta Didik (LKPD) Elektronik berbasis 3D *Pageflip Professional* Tema 3 Benda di Sekitarku Subtema 2 Wujud Benda Kelas III SD Negeri 10152 Klambir Lima T.A 2021/2022. Skripsi. Medan: Fakultas Ilmu Pendidikan Universitas Negeri Medan, Juli 2022.

Penelitian ini bertujuan untuk mengetahui kelayakan, kepraktisan dan efektivitas LKPD elektronik berbasis 3D *Pageflip Professional* tema 3 benda di sekitarku subtema 2 wujud benda pembelajaran 1 kelas III SD Negeri 101752 Klambir Lima. Penelitian ini merupakan penelitian pengembangan *(Research and Development)* yang menggunakan model pengembangan ADDIE yang terdiri dari 5 tahapan, yaitu tahap analisis *(Analysis)*, desain *(Design)*, pengembangan *(Development)*, implementasi *(Implementation)*, dan evaluasi *(Evaluation)*. Adapun subjek dalam penelitian ini adalah siswa kelas III-B SD Negeri 101752 Klambir Lima. Objek dalam penelitian ini yaitu LKPD elektronik berbasis 3D *Pageflip Professional* untuk meningkatkan hasil belajar siswa serta meningkatkan semangat belajar siswa. Instrumen penelitian yang digunakan dalam pengumpulan data yaitu observasi, angket validasi ahli materi dan ahli desain, angket praktisi pendidikan, angket respon siswa dan soal tes. Berdasarkan hasil penelitian, LKPD elektronik berbasis 3D *Pageflip Professional* yang dikembangkan telah divalidasi oleh validator ahli materi pada tahap I memperoleh rata-rata nilai 3 kategori "cukup baik" dengan hasil persentase kelayakan 60% termasuk kriteria "cukup layak" dan tahap II memperoleh rata-rata nilai 4,4 kategori "sangat baik" dengan hasil persentase kelayakan 88% termasuk dalam kriteria "sangat layak". Serta menurut validator ahli desain memperoleh rata-rata nilai 4,6 kategori "sangat baik" dengan hasil persentase kelayakan 92% dengan kategori "sangat layak". Berdasarkan praktisi pendidikan memperoleh persentase kepraktisan 96% termasuk kriteria "sangat praktis" dan respon peserta didik uji coba perorangan mendapatkan skor rata-rata 1 yakni berada pada kategori "baik" dan uji coba kelompok kecil mendapatkan skor rata-rata 1 yakni berada pada kategori "baik". Berdasarkan hasil keefektifan LKPD dapat diketahui bahwa sebelum menggunakan LKPD yang dikembangkan yaitu 42,8% kategori "Cukup" dengan kriteria ketuntasan "Tidak Tuntas" meningkat menjadi 85,7% kategori "Sangat Baik" dengan kriteria ketuntasan "Tuntas".

Kata Kunci   : LKPD Elektronik, 3D *Pageflip Professional,* Tema 3 Benda di Sekitarku Subtema 2 Wujud Benda.